

1                                   **ABSTRACT OF THE DISCLOSURE**

2                                   **MULTIMEDIA SYNCHRONIZATION METHOD AND DEVICE**

3                   A system and method for synchronizing a multiplicity of devices in a multimedia  
4 environment is described. The system has at least one central storage and interface device,  
5 wherein audio, video, and photographic information including content information and  
6 content management information, relating to at least one user, are stored in digital form. The  
7 system further has a plurality of zones each having a zone specific storage and interface  
8 device being capable of storing or interfacing with information stored in the central storage  
9 and interface device, wherein audio, video, or photographic information, relating to at least  
10 one user, contained within each one of the plurality of zone specific storage and interface  
11 devices and the central storage and interface device, are updated in relation with other zone  
12 specific storage and interface devices and the central storage and interface device. This  
13 results in the at least one user can be situated at anyone of the zones and access substantially  
14 identical audio, video, and photographic information related to the at least one user.

15           The method includes providing the plurality of devices, providing the plurality of  
16 zones, determining whether a current synchronization point exists, if a previous  
17 synchronization point exists, receiving information from a server, if a previous  
18 synchronization point does not exists, sending information to a at least one client by a host,  
19 wherein the at least one user is disposed to have control, determining what information is  
20 needed by the at least one client, and establishing the resultant state as a synchronization  
21 point.